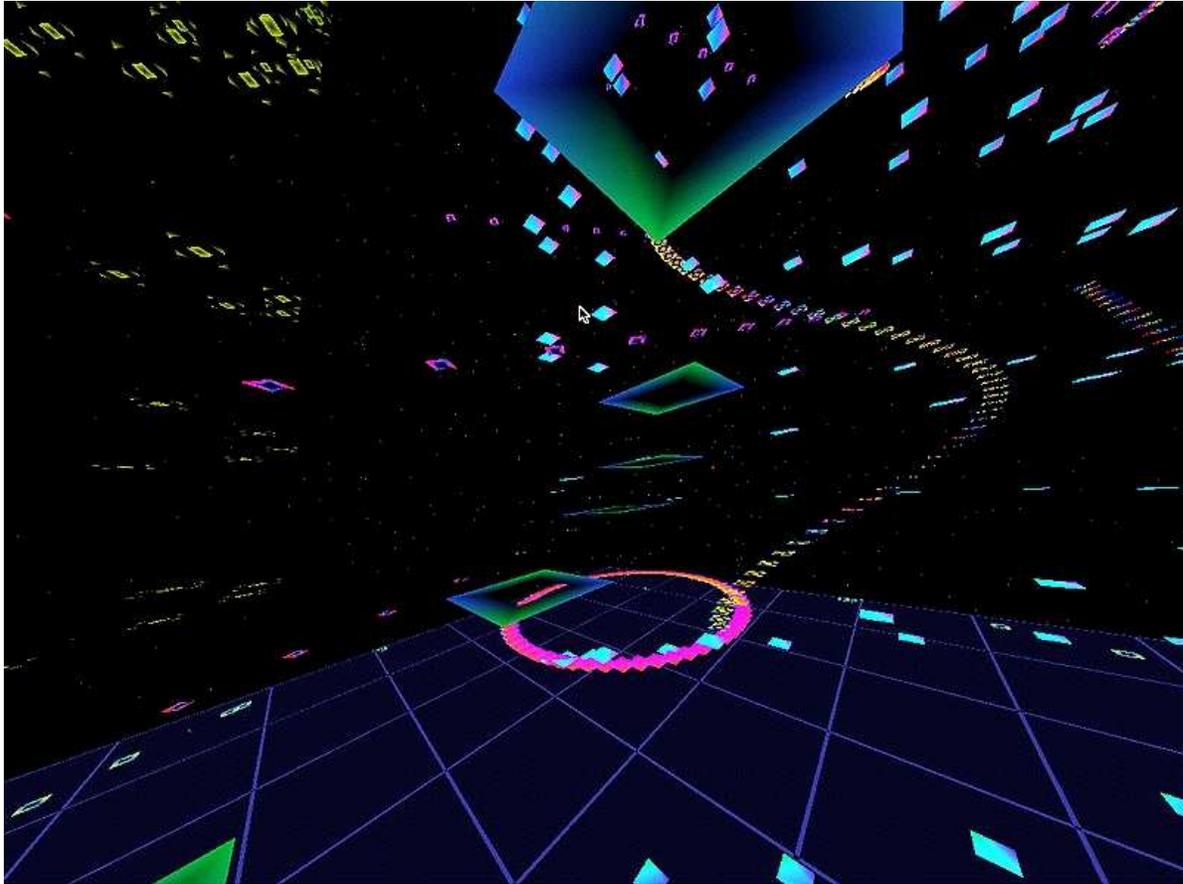


The game "tranquility" is a relaxation game. It can give a nice break, for example after playing a more violent game. The game is a simple three dimensional world, where you bounce off planes to catch the spinner and move up a level. You saw it in a demo.

(The game can be downloaded for free at www.tqworld.com).



Problem. Assume one of the plane has the form

$$x + z = 10$$

and that you move on the line

$$\vec{x}(t) = (1, 1, 1) + t(2, 3, 4)$$

a) When and where do you hit the plane?

b) Assume you bounce off nicely at the plane. What is the line you move on after the bounce?